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GENETIC DRIFT



For the **ATARI 400/800 computer**
by **Scott Schram**

Broderbund Software

GENETIC DRIFT

According to a chap named Charlie Darwin, Mankind is so unstable a species that he may one day become obsolete. Because Man will be unable to adapt to the rapid changes he himself has created, several hundred years from now this will be a world ruled by sharks, cockroaches, and other more adaptable sorts.

But all is not lost! This game is an exercise in controlling genetic drift, and insuring that we continue to be surrounded by friendly species. Zap the unstable life forms that threaten you and mutate them into friendly life forms that assure our mutual safe passage into the next age.

- An arcade style game
- Five different levels of play
- Joystick controlled
- Requires 32K Atari 400/800

This program is fully guaranteed. If it ever fails to boot return the original disk to Brøderbund for free replacement. If the disk has been physically damaged, please include \$5 for replacement.



Brøderbund Software

BRØDERBUND SOFTWARE, INC./ENTERTAINMENT SOFTWARE DIVISION
1938 Fourth Street, San Rafael, California 94901, Tel: (415) 456-6424

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ATARI INSTRUCTIONS

*You begin the game with three lives. Your movement will be controlled by a joystick connected to Slot 1. Use the joystick button to fire. You may fire in any of four directions, up, down, left and right. To begin play, press the **START** key.*

OBJECT:

You are surrounded at all points of the compass by unfriendly life forms. These alien species are quite unstable and are constantly slinging their genetic garbage at you. If the garbage comes in contact with you, it will result in the termination of your vital functions (i.e., death). Your mission is to zap these beings until they mutate to friendly life forms. Only in this way can you assure your mutual safe passage into the future.

Our extensive research on California teenagers reveals that what the species Man will most need by his side in the future is the television set. For this reason, whenever you succeed in zapping all four objects on a given side into television sets, that side becomes more or less friendly to you and will begin to toss hearts your way rather than garbage.

Contact with a heart is as harmless as a kiss, unless the heart is upside down. Then look out! Contact with an upside down heart will cost you a life and cause the whole side of heart throwing TV's to mutate back into unfriendly species. If you shoot a heart that is right side up, the side will also mutate into an unfriendly species and you'll have to mutate it all over again. Don't take your time! Things get harder with time. When all four objects on all four sides have been turned into TV's, you will get a short break before going on to the next level.

At advanced levels you will see radioactive hunks of critical mass whirling around you. These must be disposed of or they will do you in. And they are exceedingly difficult to destroy. They must be struck again and again before the menace is completely removed, some requiring as many as six hits before they evolve into a less virulent form.

Good luck, sharpshooter of evolution. The future of Man is in your hands!

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